Google

Web   Images   Groups   News   Froogle   Local   **more »**

| DUCK MIT game player augmented reality | Search | Advanced Search
Preferences |

Web   Results **1 - 20** of about **9,810** for **DUCK MIT game player augmented reality**. (0.37 seconds)

[PDF] 1 Introduction 2 Remembrance Agent
File Format: PDF/Adobe Acrobat - View as HTML
augmented reality research projects at the **MIT** Media Laboratory that ex- ...
DUCK! also attempts to discriminate between the **player's** ...
www.cs.columbia.edu/~jebara/papers/iwar98.pdf - Similar pages

Ludology.org - Videogame Theory
The city is now working on becoming an important **player** in **game** ... else is bored
but mainly to give it a collective, **augmented-reality** quality to it. ...
ludology.org/index.php?page=3 - 50k - Cached - Similar pages

Microvision (MVIS) Blog: January 2005
locative media, **augmented reality**, distributed performance, environmental theatre,
pervasive **play**, immersive **gaming**, telepresence?...??? ...
microvision.blogspot.com/ 2005_01_01_microvision_archive.html - 167k - Cached - Similar pages

Wearables are already bringing us 'heads up, hands free' **augmented ...**
Augmented Reality. I decide to strap on a computer and start packing heat, ...
Thad Starner is cofounder of **MIT's** Wearable Computing Project and Mann's ...
www.wired.com/wired/archive/6.04/wearables_pr.html - 52k - Cached - Similar pages

Augmented Reality (wearables)
Thomas A. Bass writes for Wired Magazine about **augmented reality**, wearables, ...
They throw their hands over their faces and **duck** behind countertops. ...
www.uncletaz.com/library/scimath/augment.html - 52k - Cached - Similar pages

Catherine Herdlick :: **Games** for the Projected Playground
Folk **games** are those **games** that children **play** which are inherited from ...
Details the piece created by Bill Keays during his research at **MIT** Media Lab and ...
a.parsons.edu/~cherdlick/thesis/proposal_doc.html - 22k - Cached - Similar pages

Levin: MFADT Thesis Fall 2002
GL: I like **duck** n' jump...music can/will **play** a big part. ... **Augmented reality**.
Look at Edmund Scientific for magnifying glasses. ...
www.flong.com/parsons/thesis02002/020020926.html - 47k - Cached - Similar pages

Slashdot | What Ever Happened to Virtual **Reality**?
I found the **game** to be very fun, but only when I was **playing** with people who ...
Virtual and **Augmented Reality** by Anonymous Coward (Score:1) Sunday May 01, ...
ask.slashdot.org/askslashdot/05/05/01/ 220206.shtml?tid=126&tid=152&tid=4&tid=137 - 154k -
Cached - Similar pages

ARCHIVED PAGE: Brief History of AI
Richard Greenblatt at **MIT** built a knowledge-based chess-**playing** program, MacHack,
... Bill Woods described **Augmented** Transition Networks (ATN's) as a ...
www.aaai.org/AITopics/Archive/bbhist.html - Similar pages

Brief History of Artificial Intelligence
Richard Greenblatt at **MIT** built a knowledge-based chess-**playing** program, MacHack,
that was good enough ... vision, virtual **reality**, **games**, and other topics. ...
www.aaai.org/AITopics/bbhist.html - Similar pages

Simplifying the Controls of an Interactive Movie **Game**
In July 1996, Advance **Reality**, a **game** software developer, hired me as a consultant to
... **Play**-testing indicated that, thus **augmented**, they were usable. ...
www.uiwizards.com/portfolio_Fork.html - 52k - Cached - Similar pages

Thomas A.Bass - Dress Code
They're **augmenting reality**. "You shouldn't underestimate the power of these gadgets
... They throw their hands over their faces and **duck** behind countertops. ...
www.thomasbass.com/work8.htm - 56k - Cached - Similar pages

History of artificial intelligence - Wikipedia, the free encyclopedia
or "Nice weather" or "Would you like to **play** a **game**? ... vision, virtual **reality**,
games, and other topics. Rodney Brooks' **MIT** Cog project, with numerous ...
en.wikipedia.org/wiki/ History_of_artificial_intelligence - 62k - Cached - Similar pages

CSCW at **play**
45 Salen, K. and Zimmerman, E. Rules of **Play**: **Game** Design Fundamentals. **MIT** Press,
Cambridge, Mass., 2004. 46 Seay, AF, Jerome, WJ, et al. ...
portal.acm.org/citation.cfm?id=1031666 - Similar pages

[PDF] Simplifying the Controls of an Interactive Movie **Game** :I
File Format: PDF/Adobe Acrobat
In July 1996, Advance **Reality**, a **game** software developer, ... **Play**-testing
indicated that, thus **augmented**, they. were usable. With more time, I might have ...
portal.acm.org/ft_gateway.cfm?id=274655&type=pdf - Similar pages

[PDF] Role **Play** in 3D Virtual Environments: a Pedagogic Case Study.
File Format: PDF/Adobe Acrobat - View as HTML
pedagogical or **game-play** motive. Celia:. what!! what did he say? Eddy:. dunno...
stuff I guess. ... [15] Azuma, R., 1997, "A Survey of **Augmented Reality**", in ...
www.itee.uq.edu.au/~twyeld/papers/twyeld-CHINZ07.pdf - Similar pages

Terra Nova: June 2005
Book deals with how **games** and **play** form structures that later emerge in broader
... but for a flawless **gaming** experience **augmented reality games** need the ...
terranova.blogs.com/terra_nova/2005/06/ - 180k - Cached - Similar pages

miscellany is the largest category: **games** Archives
He spent so much time **playing games** in college he created his own online **gaming**
... Jenkins also described an **Augmented Reality Game** (a **game** played in an ...
misc.wordherders.net/archives/cat_games.html - 412k - Cached - Similar pages

[PDF] The Poetics of **Augmented** Space: Learning from Prada
File Format: PDF/Adobe Acrobat - View as HTML
Augmented Reality: another paradigm which originated around the same time ...
or **playing** a computer **game** on a **game** console connected to this TV, you are ...
creativetechnology.salford.ac.uk/fuchs/modules/
creative_technology/architecture/manovich_augmented_space.pdf - Similar pages

Emerald FullText Article : ISR 2000 – remote operation dominates ...
Keyword(s): Robots; Conferences; Teleoperation; VR; Robotics; **Games**. ...
An **augmented reality** approach is demonstrated where real world images are enhanced ...
www.emeraldinsight.com/.../viewContentItem. do?contentType=Article&hdAction=lnkhtml&contentId=1454210 -
Similar pages

Try your search again on Google Book Search

Goooooooooogle ▶

Result Page: 1 2 3 4 5 6 7 8 9 10   **Next**

| DUCK MIT game player augment | Search |

Search within results | Language Tools | Search Tips | Dissatisfied? Help us improve

Google Home - Advertising Programs - Business Solutions - About Google

©2006 Google

CiteSeer Find: |Perceptual Computing | [Documents]   [Citations]

Searching for PHRASE **perceptual computing**.
Restrict to: Header Title Order by: Expected citations Hubs Usage Date Try: Google (CiteSeer)
Google (Web) Yahoo! MSN CSB DBLP
330 documents found. **Order: number of citations.**

Pfinder: Real-Time Tracking of the Human Body - Wren, Azarbayejani, Darrell.. (1997) (Correct) (312 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 353
www-white.media.mit.edu/vismod/publications/techdir/TR-353.ps.Z

View-Based and Modular Eigenspaces for Face Recognition - Pentland, Moghaddam, Starner (1994) (Correct)
(302 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 245 Appeared
www-white.media.mit.edu/vismod/publications/techdir/TR-245.ps.Z

Photobook: Content-Based Manipulation of Image Databases - Pentland, Picard, Sclaroff (1995) (Correct)
(249 citations)
M.I.T. Media Laboratory **Perceptual Computing** Technical Report No. 255, Nov. 1993
A. Pentland, R. W. Picard, S. Sclaroff **Perceptual Computing** Section, The Media Laboratory
www.cs.ucsb.edu/~yfwang/courses/cs595j/98fall/papers/photobook.ps.z

Representing Moving Images with Layers - Wang, Adelson (1994) (Correct) (195 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 279 #Replaces
www-bcs.mit.edu/people/adelson/./publications/acrobat/wang/tr279.pdf

Affective Computing - Picard (1995) (Correct) (141 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 321 Revised
R. W. Picard MIT Media Laboratory **Perceptual Computing** 20 Ames St.Cambridge, MA 02139
Sept. 1960. 86] T. E. Starner, Wearable computing,**Perceptual Computing** Group, Media Lab 318, MIT,
whitechapel.media.mit.edu/pub/tech-reports/TR-321.ps.Z

Visual Recognition of American Sign Language Using Hidden.. - Starner, Pentland (1995) (Correct)
(119 citations)
Models Thad Starner and Alex Pentland **Perceptual Computing** Section, The Media Laboratory,
whitechapel.media.mit.edu/pub/tech-reports/TR-306.ps.Z

Probabilistic Visual Learning for Object Detection - Moghaddam, Pentland (1995) (Correct) (119 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 326 Appears
www-white.media.mit.edu/vismod/publications/techdir/TR-326.ps.Z

Coupled hidden Markov models for complex action recognition - Brand, Oliver, Pentland (1996) (Correct)
(69 citations)
c flMIT Media Lab **Perceptual Computing** /Learning and Common Sense Technical
perhaps the most successful framework in **perceptual computing** for modeling and classifying dynamic
whitechapel.media.mit.edu/pub/tech-reports/TR-407.ps.Z

Real-Time American Sign Language Recognition from Video.. - Starner, Pentland (1996) (Correct)
(68 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 375 An
from video using hidden Markov models. **Perceptual Computing** Section Technical Report No. 375, MIT
whitechapel.media.mit.edu/pub/tech-reports/TR-375.ps.Z

Face Recognition using View-Based and Modular Eigenspaces - Moghaddam, Pentland (1994) (Correct)
(61 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 301 Appeared
Baback Moghaddam and Alex Pentland **Perceptual Computing** Group, The Media Laboratory Massachusetts
www-white.media.mit.edu/vismod/publications/techdir/TR-301.ps.Z

Cooperative Robust Estimation Using Layers of Support - Darrell, Pentland (1991) (Correct) (61 citations)
Trevor J. Darrell and Alex P. Pentland **Perceptual Computing** Group MIT Media Lab 20 Ames Street
whitechapel.media.mit.edu/pub/tech-reports/TR-163.ps.Z

The Representation and Recognition of Action Using Temporal.. - Davis, Bobick (1997) (Correct) (58 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 402 Appears
www.cis.ohio-state.edu/~jwdavis/Publications/publications_402.pdf

Analyzing and Recognizing Walking Figures in XYT - Niyogi, Adelson (1994) (Correct) (56 citations)
and adelson@media.mit.edu **Perceptual Computing** Section MIT Media Laboratory 20 Ames St.
web.mit.edu/persci/people/adelson/pub_pdfs/niyogi_XYT.pdf

Vision Texture for Annotation - Picard, Minka (1995) (Correct) (55 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 302
whitechapel.media.mit.edu/pub/tech-reports/TR-302.ps.Z

Disparity-Space Images and Large Occlusion Stereo - Intille, Bobick (1994) (Correct) (55 citations)
M.I.T. Media Lab **Perceptual Computing** Group Technical Report No. 220 Condensed
and bobick@media.mit.edu **Perceptual Computing** Group The Media Lab, Massachusetts
www-white.media.mit.edu/vismod/publications/techdir/TR-220.ps.Z

Augmented Reality Through Wearable Computing - Starner, Mann, Rhodes, Levine, .. (1997) (Correct)
(52 citations)
M.I.T Media Laboratory **Perceptual Computing** Section Technical Report No. 397 To
Technical Report 260, MIT Media Lab, **Perceptual Computing** Group. Mann, S. 1995)Video orbits of
whitechapel.media.mit.edu/pub/tech-reports/TR-397.ps.Z

First 20 documents Next 20

Try your query at: Google (CiteSeer) Google (Web) Yahoo! MSN CSB DBLP